

I Claim:

1. A method for playing a dice game comprising:

the player making a mandatory point bet to participate in the game;

5 randomly selecting a come out number between 2 and 12, if the number is 7 paying the player 1:1 based upon the point bet, if the number is 2 or 3 collecting the player's point bet, if the number is 11 or 12 declaring the outcome a push and the player neither winning or losing their point bet and if the number is 4 - 6 or 8 - 10 , that number being declared the point number;

10 serially selecting outcome numbers between 2 and 12 until the outcome number is one of a 7 or the point number, if the number is a 7 the player losing their point wager and if the outcome number is the point number rewarding the player at least 1:1 based on the point wager; and

15 providing place bet wagers on the numbers of 5 - 6 and 8 -9 and excluding the 4 and 10 and subsequent to selection of the come out number the player making a place bet on one or more of the place bet numbers and, during the serial selection of outcome numbers, if the outcome number is a 7 the player losing all place bet wagers and if the outcome number matches a place bet number rewarding the player at odds greater than 1:1.

20 2. The method of claim 1 comprising rewarding the player for a winning place bet wager based upon the following pay schedule,

Place Bet Number	Award
5, 9	3:2

6, 8

6:5

3. The method of claim 1 comprising providing a one time roll proposition wager encompassing the numbers of 2 - 4 and 10 - 12 and the player making a proposition wager and if the next outcome is one of 2 - 4 and 10 - 12 issuing an award to the player and if said next outcome is not one of 2 - 4 and 10 - 12 the player losing their wager.

4. The method of claim 3 comprising rewarding the player for a winning next outcome wager according to the following schedule,

Number	Award
2, 12	3:1
3, 11	2:1
4, 10	3:2

5. The method of claim 1 comprising limiting the place bet wagers to the amount of the point wager.

6. The method of claim 1 comprising limiting the place bet wagers to a multiple of the amount of the point wager .

7. The method of claim 1 comprising if the point wager is won the hard way, paying the player at odds greater than 1:1.

8. The method of claim 7 comprising if the point wager is won the hard way, paying the player at odds greater than 3:2.

9. The method of claim 1 comprising the player making a proposition wager that the next outcome will be a 2 or 3 and if the next outcome is one of a 2 or 3 issuing an award to the player based upon said proposition wager.

10. The method of claim 9 comprising issuing an award based upon said proposition wager of approximately 10:1 if the next outcome is a 2 or 3.

11. The method of claim 1 comprising the player making a proposition wager that the next outcome will be one of an 11 or 12 and if the next outcome is an 11 or 12, issuing an award to the player.

12. The method of claim 11 comprising issuing an award based upon said proposition wager of approximately 10:1 if the next outcome is one of an 11 or 12.

13. The method of claim 1 comprising the player making a proposition wager that the next outcome will be one of a 2, 3, 11 or 12 and if the next outcome is one of said 2, 3, 11 or 12 issuing an award to the player.

14. The method of claim 13 comprising issuing an award based upon said proposition wager of approximately 4:1 if the next outcome is one of a 2, 3, 11 or 12.

15. A method for playing a dice game using two die comprising:
the player making a point bet to participate in the game;

rolling the die to randomly select a come out number between 2 and 12, if the come out number is 7 paying the player based upon the point bet, if the number is 2 or 3 the player losing the player's point bet, if the number is 11 or 12 declaring the outcome a push and the player neither winning or losing their point bet and if the number is 4 - 6 or 8 - 10 , that number being declared the point number;

serially rolling the die to randomly select outcome numbers between 2 and 12 until the outcome number is one of (i) a 7 in which case the player loses their point bet or (ii) the outcome number is the point number in which case the player wins the point wager and is issued an award and (iii) if the outcome number is the point number and is

the hard way, paying the player at odds greater than 1:1; and

providing place bet wagers on the numbers of 5 - 6 and 8 -9 and excluding the 4 and 10 and subsequent to selection of the come out number the player making a place bet on one or more of the place bet numbers and, during the serial selection of outcome numbers, if the outcome number is a 7 the player losing all place bet wagers and if the outcome number matches a place bet number rewarding the player for that place bet at odds greater than 1:1.

16. The method of claim 15 comprising providing a first proposition wager encompassing the numbers of 2 - 4 and 10 - 12 and the player making said first proposition wager and if the next outcome is other than one of 2 - 4 and 10 - 12 the player losing their first proposition wager and if said next outcome number is one of 2 - 4 and 10 - 12 issuing an award based upon said first proposition wager to the player at odds greater than 1:1.

17. The method of claim 16 comprising rewarding the player for a winning first proposition wager according to the following schedule,

Number	Award
2, 12	3:1
3, 11	2:1
4, 10	3:2

18. The method of claim 15 comprising providing a second proposition wager selected from the group consisting of at least one of (i) that the next outcome number will be one of a 2 or 3, (ii) that the next outcome number will be one of an 11 or 12 or (iii) that the next outcome number will be one of a 2, 3, 11 or 12, the player making

said second proposition wager and if the next outcome number matches the number of the selected group, issuing an award to the player.

19. A device for playing a dice game comprising:

a computer processor including means for randomly selecting numbers between
5 2 and 12, and a data structure storing data representing winning outcomes;
a video display;

a wager input device for a player to input a point wager and prompt play, said
processor configured to, upon prompting of play, (i) randomly select and display a first
outcome number between 2 and 12, and compare the first outcome number to data
10 stored in the data structure for resolving the point wager configured according to the
table of,

First number outcome	Result
2 -3	Collect and retain the player's point wager
7	Issue an award to the player
11, 12	No action on Point wager
4 - 6 and 8 - 10	Set the number as the Point,

means for serially prompting the processor to randomly select numbers between
2 and 12, said processor configured to collect the player's point wager when the
20 selected number is a 7 and to issue an award when the selected number matches the
point number;

a device for the player to, after setting the point number to make a place wager
on one or more of the number of 5, 6, 8, 9 only; and

said processor configured to compare serially selected number and if the number 7 is selected, collect all of the player's place wagers and if the number selected matches a place bet number wagered upon, issue an award to the player.

20. The device of claim 19 comprising said data structure configured to award the player based upon their place bets according to the schedule of,

Place Bet Number	Award
5, 9	3:2
6, 8	6:5

21. The device of claim 19 comprising a device for a player to make a multi-number, first proposition wager encompassing the numbers of 2 - 4 and 10 - 12. said processor configured to compare the next number selected and if said next number selected is one of 2 - 4 and 10 - 12. issuing an award to the player and if the next selected number is not one of 2 - 4, 10 - 12 collect said first proposition wager.

22. The device of claim 21 comprising said processor data structure configured to issue an award based upon said first proposition wager according to the schedule of,

Number	Award
2, 12	3:1
3, 11	2:1
4, 10	3:2

23. The device of claim 21 comprising a device for a player to make a multi-number, second proposition wager encompassing numbers selected from at least one group consisting of (i) 2 or 3, (ii) 11 or 12 or (iii) 2, 3, 11, or 12, said processor configured to compare the next number selected and if said next number outcome is one of numbers

for the selected group issuing an award to the player, otherwise said processor configured to retain the player second proposition wager.